FIGURE 1
Example Award
Credit System
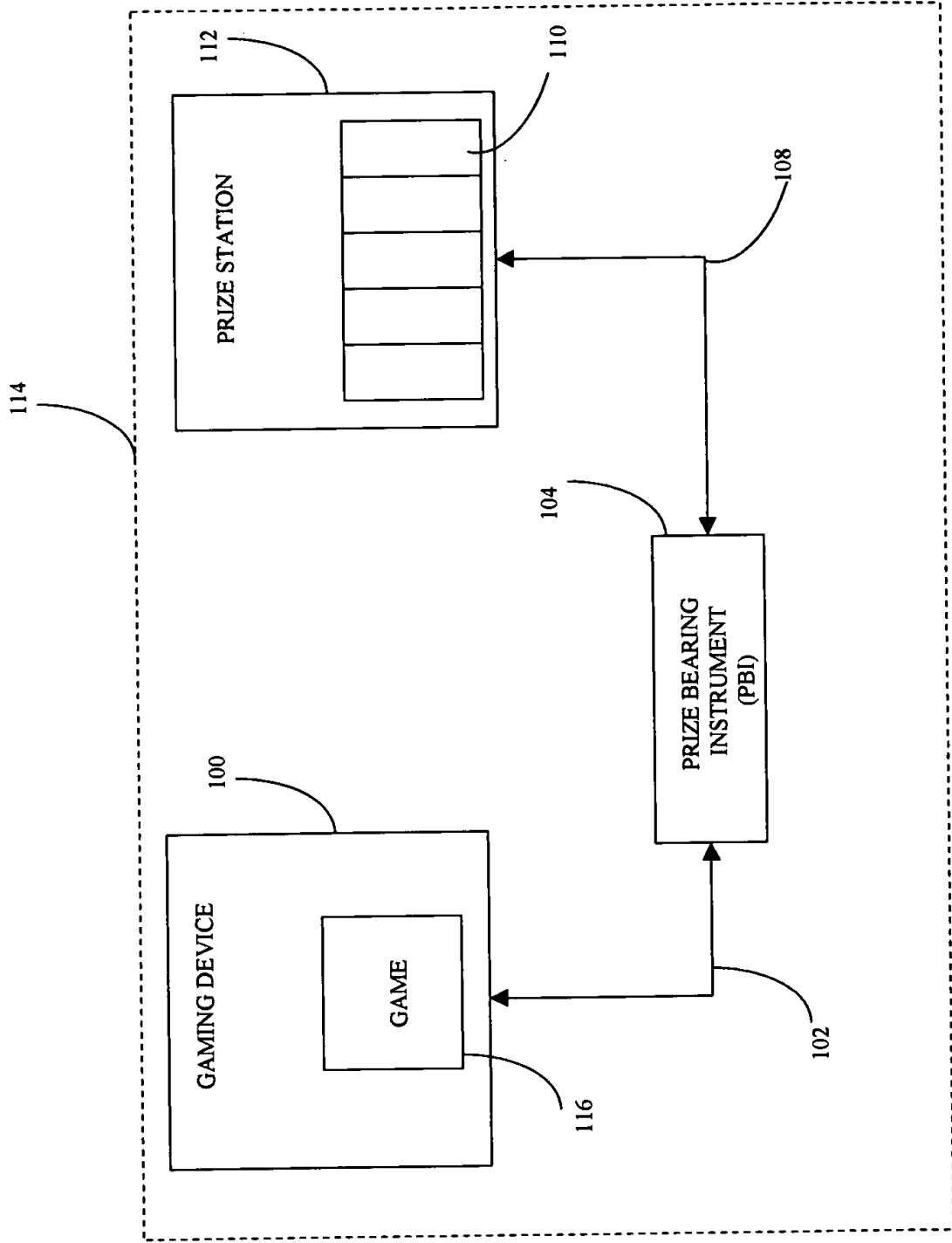
FIGURE 2

Meta-Games According To The Present Invention
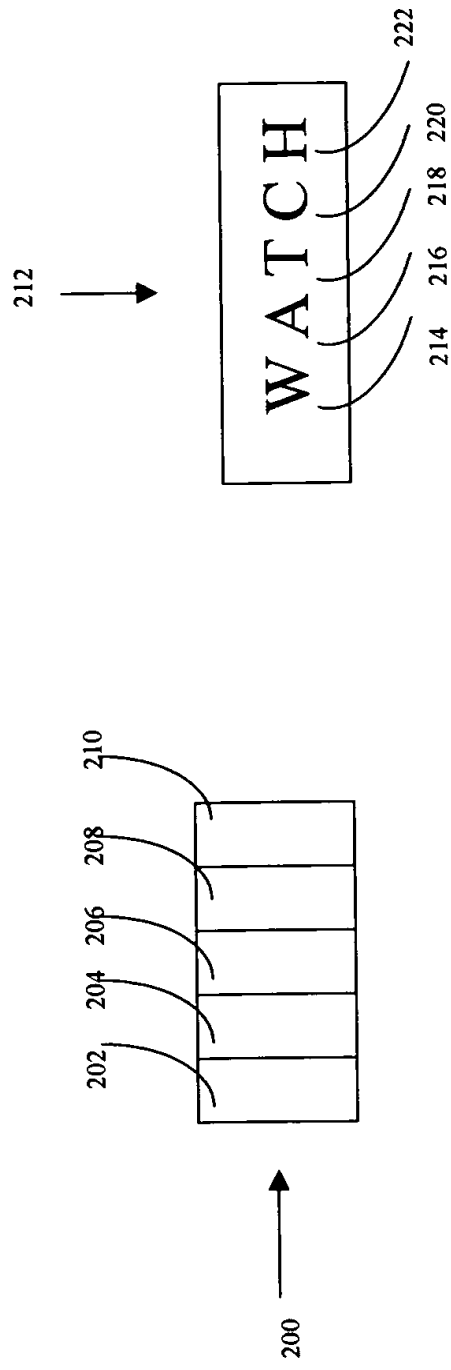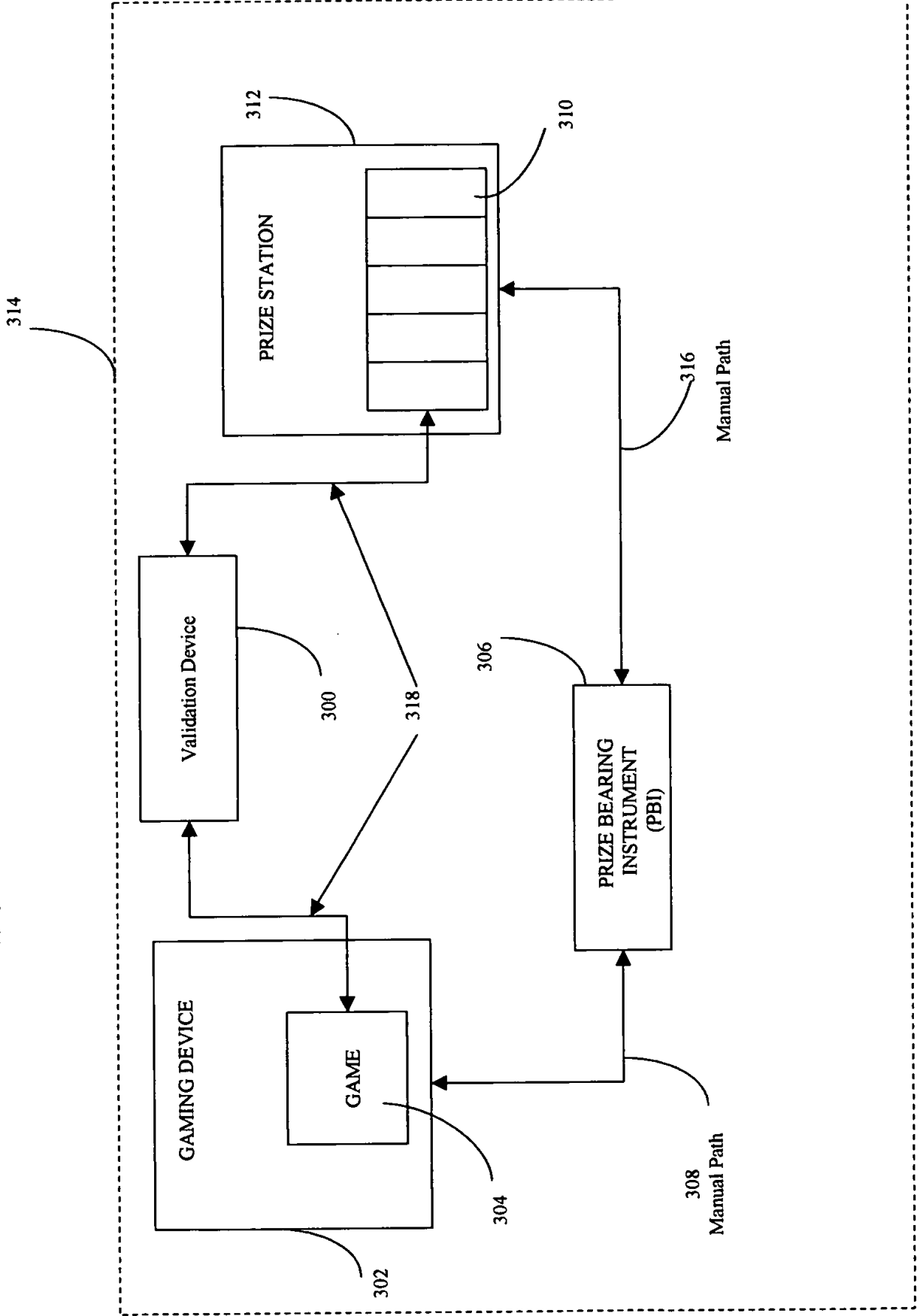
200 →

202 204 206 208 210

212 →

WATCH

214 216 218 220 222

FOSTER - 10/189769

FIGURE 3
Award Credit Accounting
With Back End Validation Device

314

GAMING DEVICE 302

GAME 304

Validation Device 300

318

PRIZE STATION 312

310

316
Manual Path

PRIZE BEARING
INSTRUMENT
(PBI) 306

308
Manual Path

PLATINUM CERTIFICATE

TIME: 19:34:59   SLOT: 3-01
DATE: 12/05/00   TICKET: 1

5-006-003-01-00001-280-2

**REDEEM FOR DIAMOND RING
OR SIMI****

42

40

FIG. 4

FIGURE 5

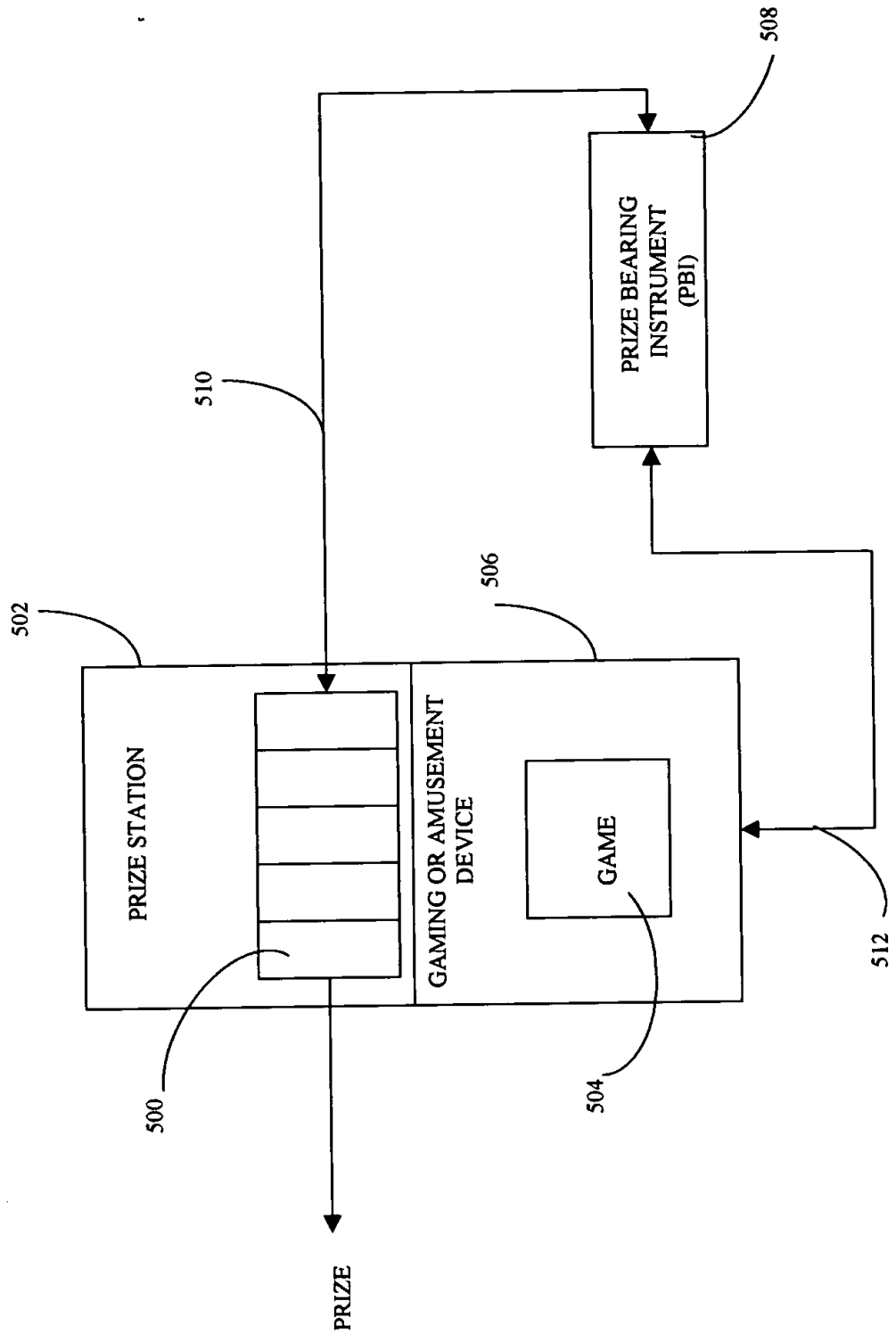## Gaming Device And Prize Station
On One Physical Machine

PRIZE STATION — 502

PRIZE

500

PRIZE BEARING
INSTRUMENT
(PBI) — 508

510

GAMING OR AMUSEMENT
DEVICE — 506

GAME — 504

512

FIGURE 6
Award Credits On
Multiple Machines

GAMING OR AMUSEMENT
DEVICE — 614

GAME — 608

620

PRIZE BEARING
INSTRUMENT
(PBI) — 612

616

PRIZE STATION — 600

602

GAMING OR AMUSEMENT
DEVICE — 606

GAME — 604

618

PRIZE

COSTCO" 38738360
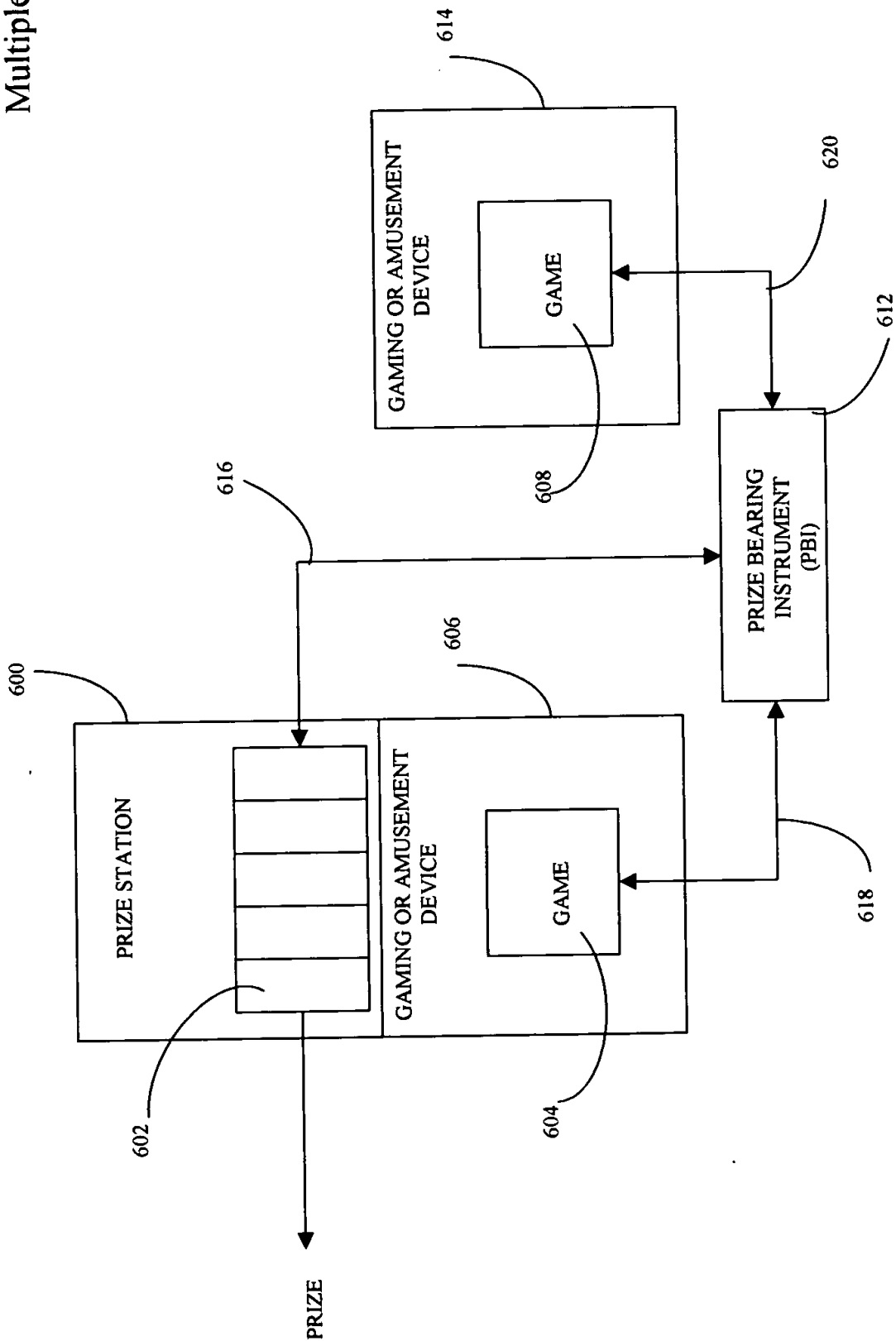
FIGURE 7

Award Credits In A Networked Environment

Validation Device   700

Monitoring Device   702

Data Communications Network   704

RGC   708

PS   718
GD   716
PS | GD   714
PS   712
PS | GD   710

PS | GD
PS | PS
PS | GD | GD   720

734

RGC   732

PS   730
GD   728
PS | GD   726
TG   724
PS | TG   722
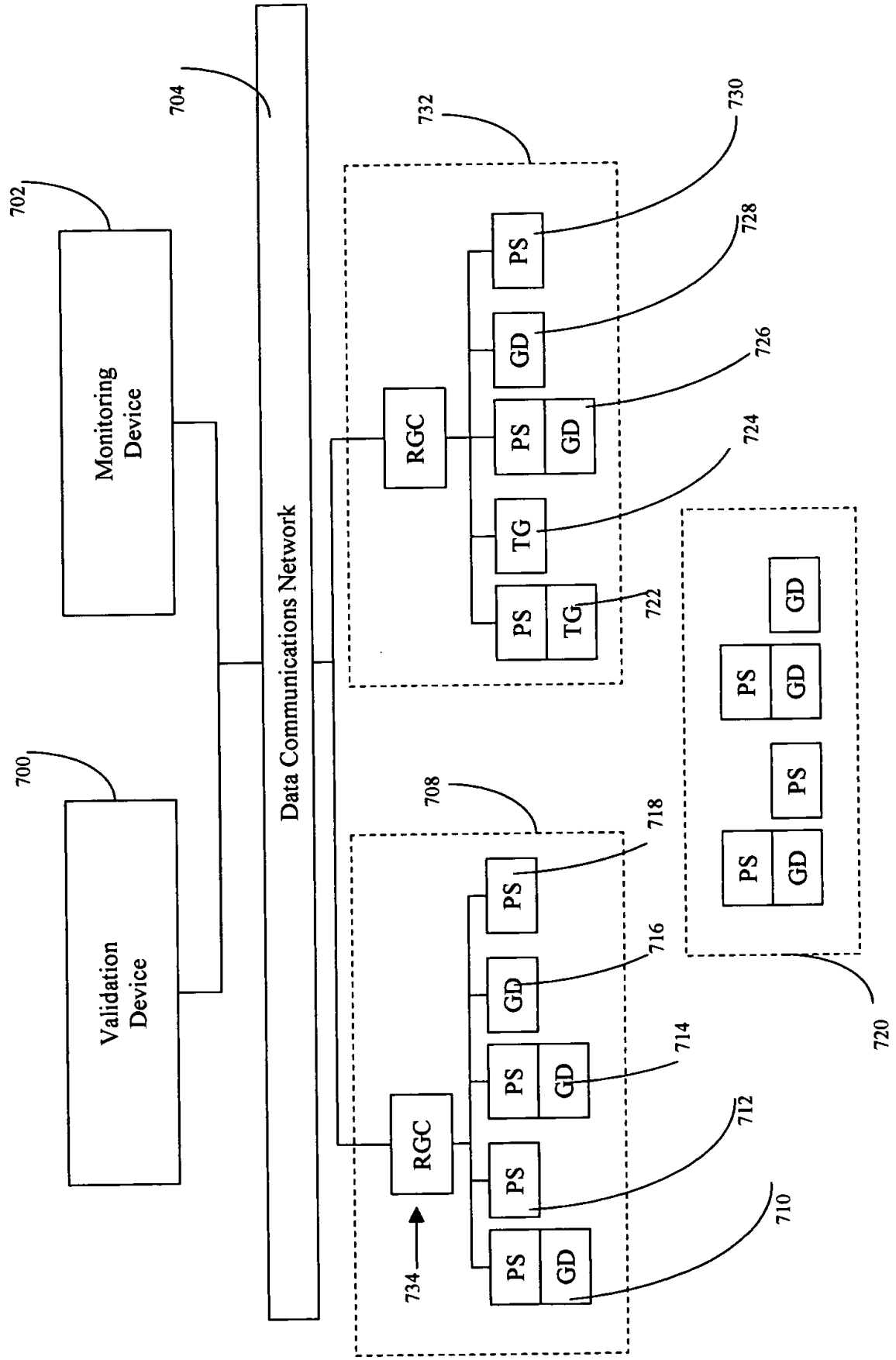
FIGURE 8
Gaming Device Details

Validation
Device

808

PBI

810

812

814

Gaming Device

800

Game

802

Winning Event

Award Credit
Manager

804

PBI Device

806

FIGURE 9

Prize Station Device Details

912 — Validation Device

914

910 — PBI

916

Prize Station — 900
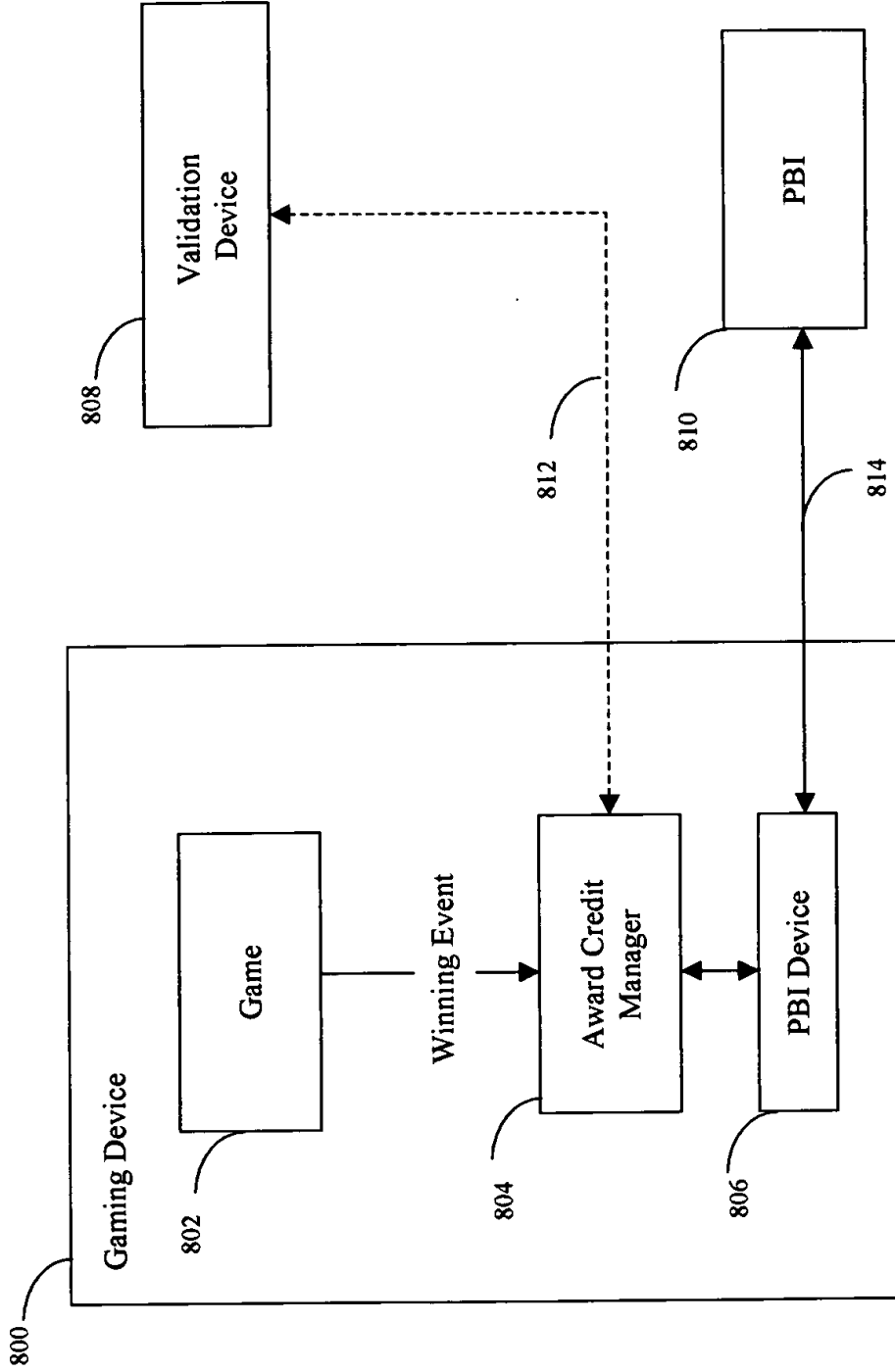
VAULT — 902

Prize Selection — 904
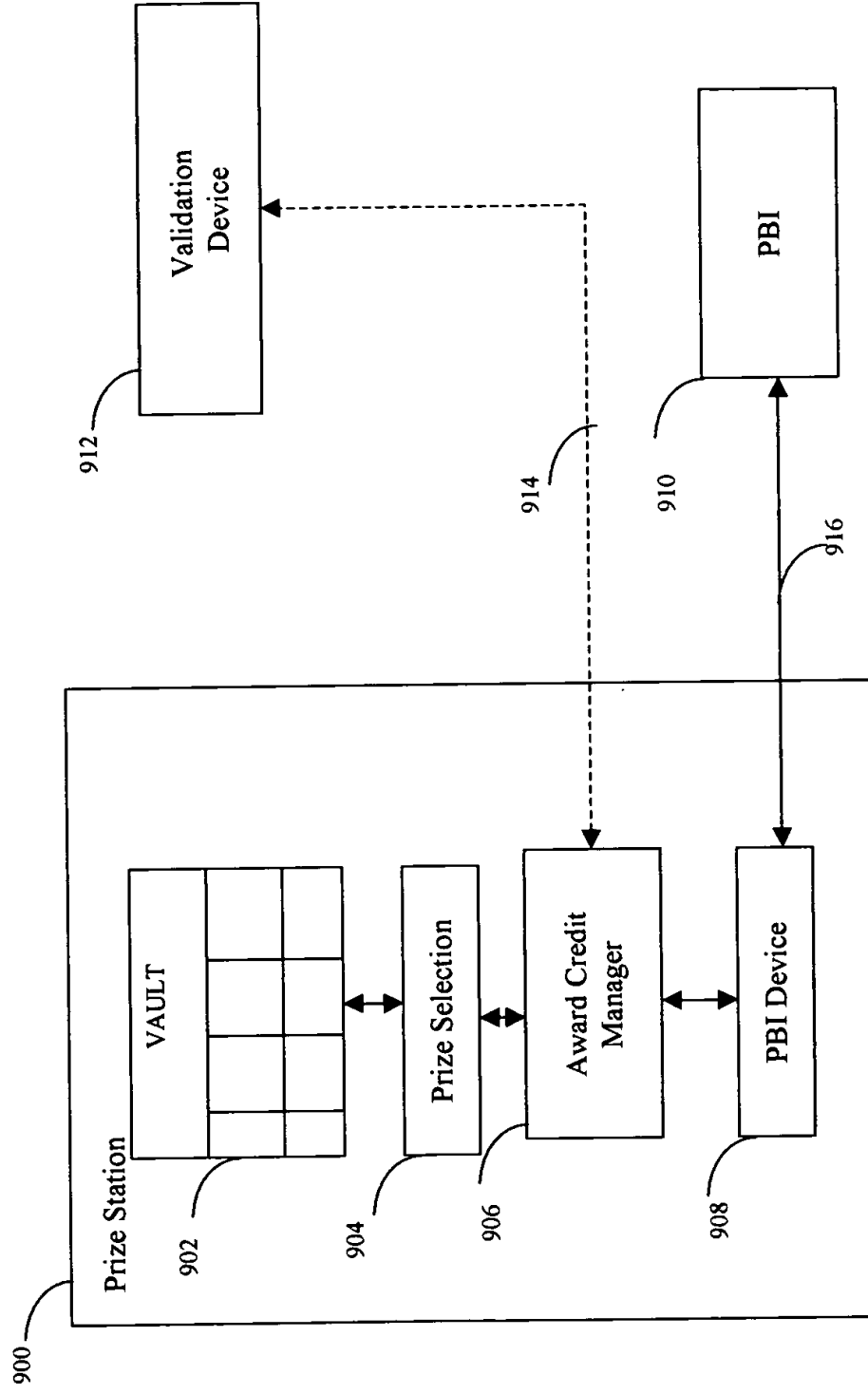
Award Credit Manager — 906

PBI Device — 908

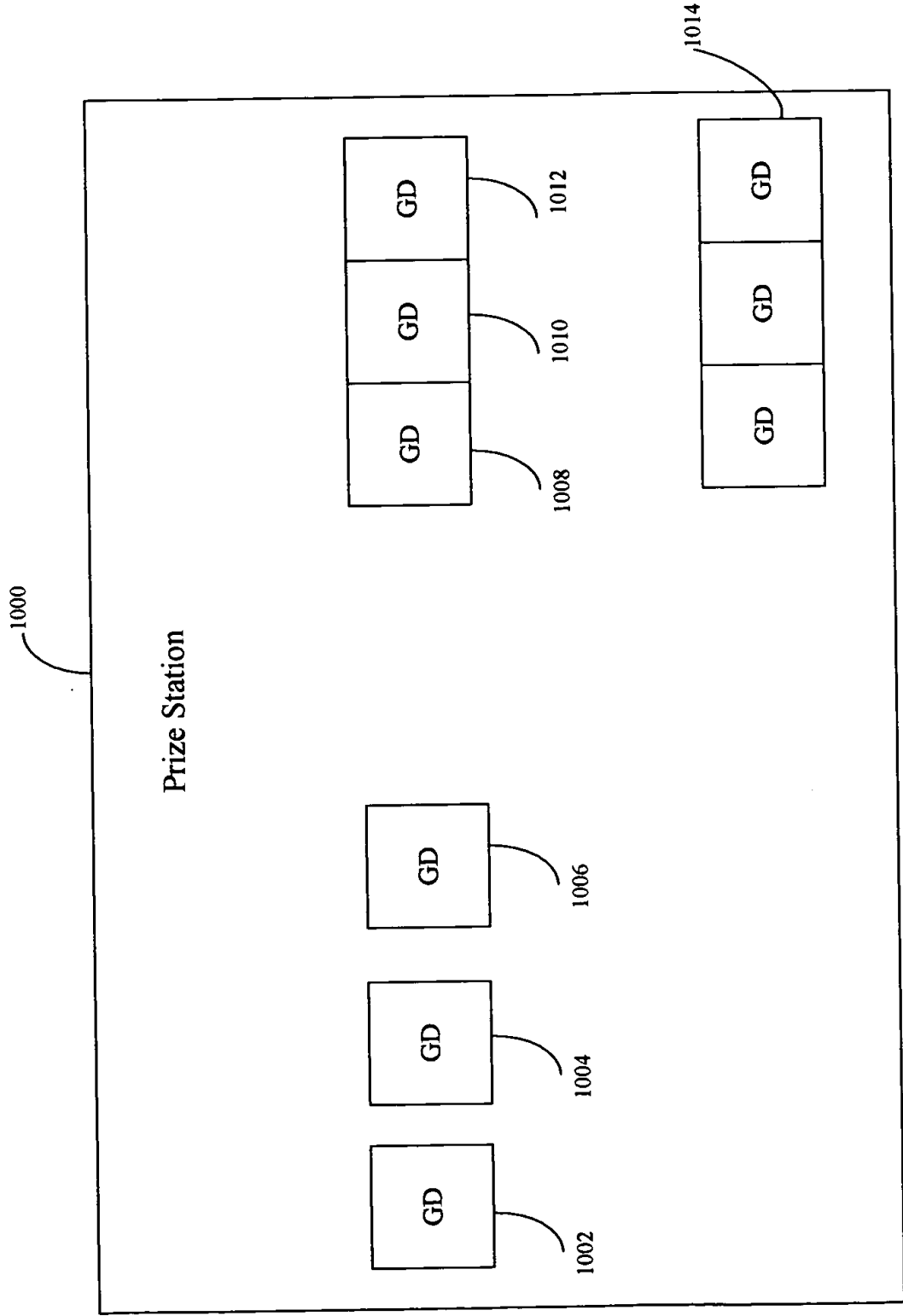# FIGURE 10
Further Meta-Game Examples

FIGURE 11

Hierarchical Prize Levels

The value of a prize at any level is deemed to be one-half the value

of the prizes one level above itself and twice the value of the prizes one level below itself.
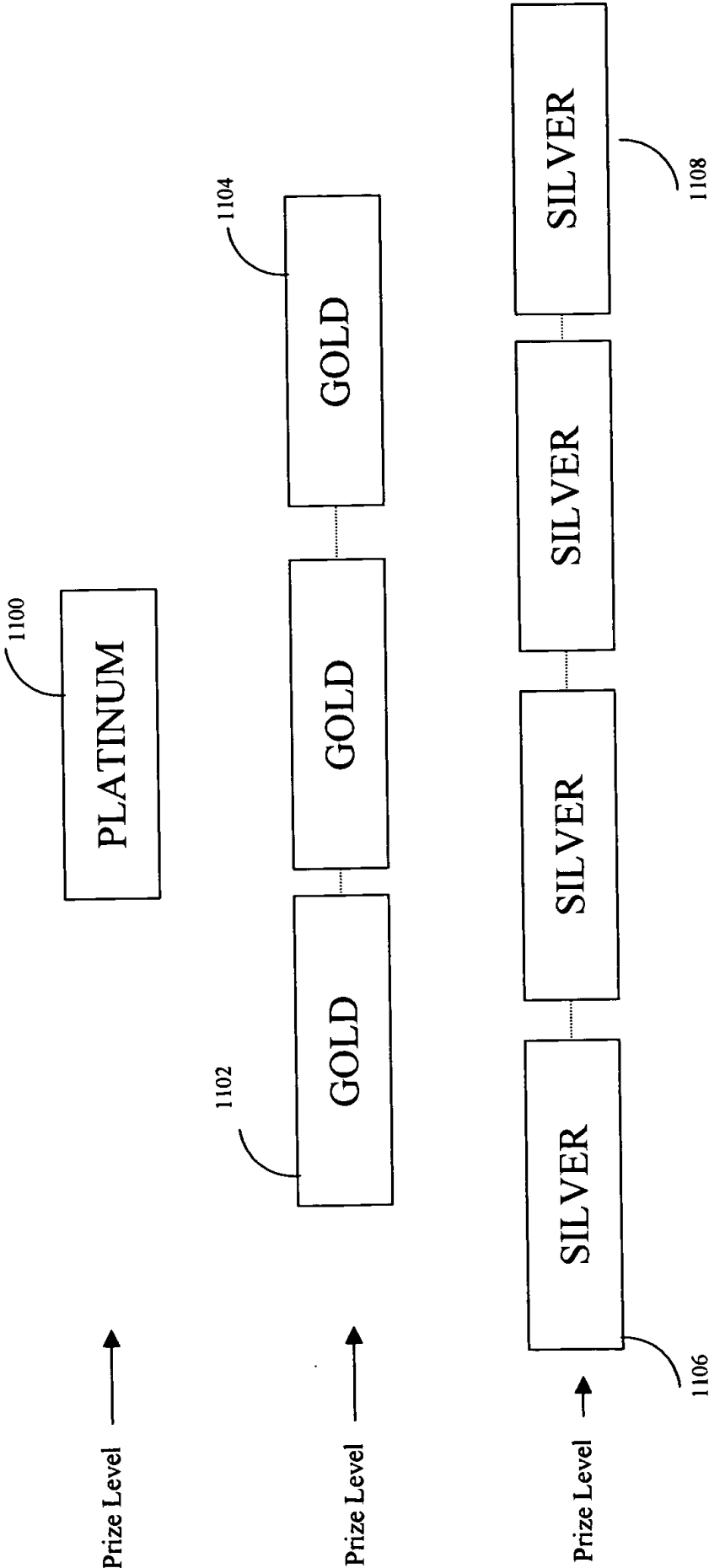
Prize Level →

PLATINUM 1100

Prize Level →

GOLD 1102 — GOLD — GOLD 1104

Prize Level →

SILVER 1106 — SILVER — SILVER — SILVER — SILVER 1108

FIGURE 12

Game State Saving Game
With Credits

Get Froggie To
Home Pad!
1000 CREDITS

9

8

7

6

5

4

3

2

1

1200

1212

1214

1204

1206

1202

1210

1208
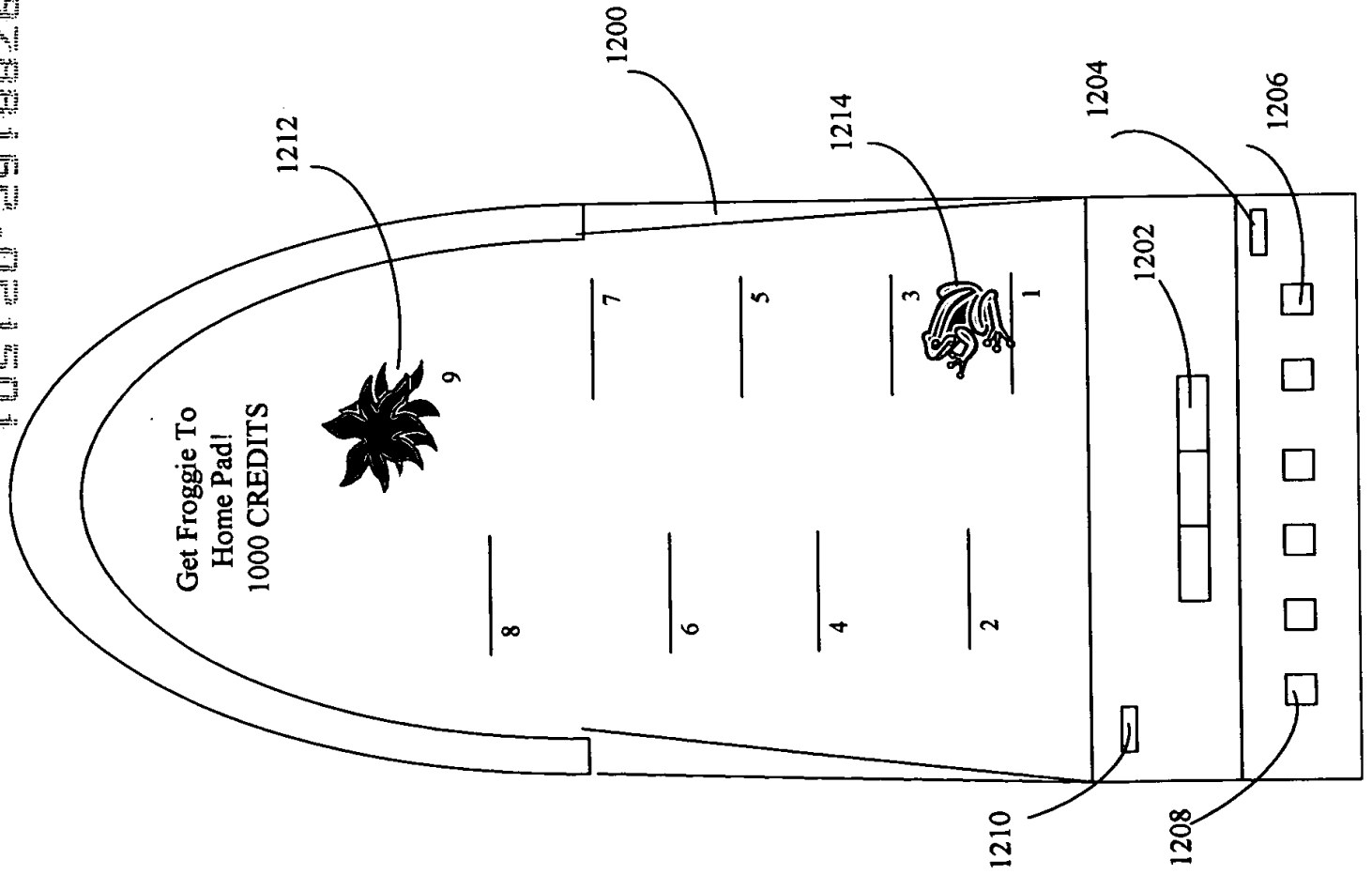
FIGURE 13
Game State Saving Game
With Skill Points

1300

1312

1316

FIRE FLIES CAUGHT:

Help Froggie
Eat Fire Flies!

O O O O O O O

1314

1304

1306

1402

1310
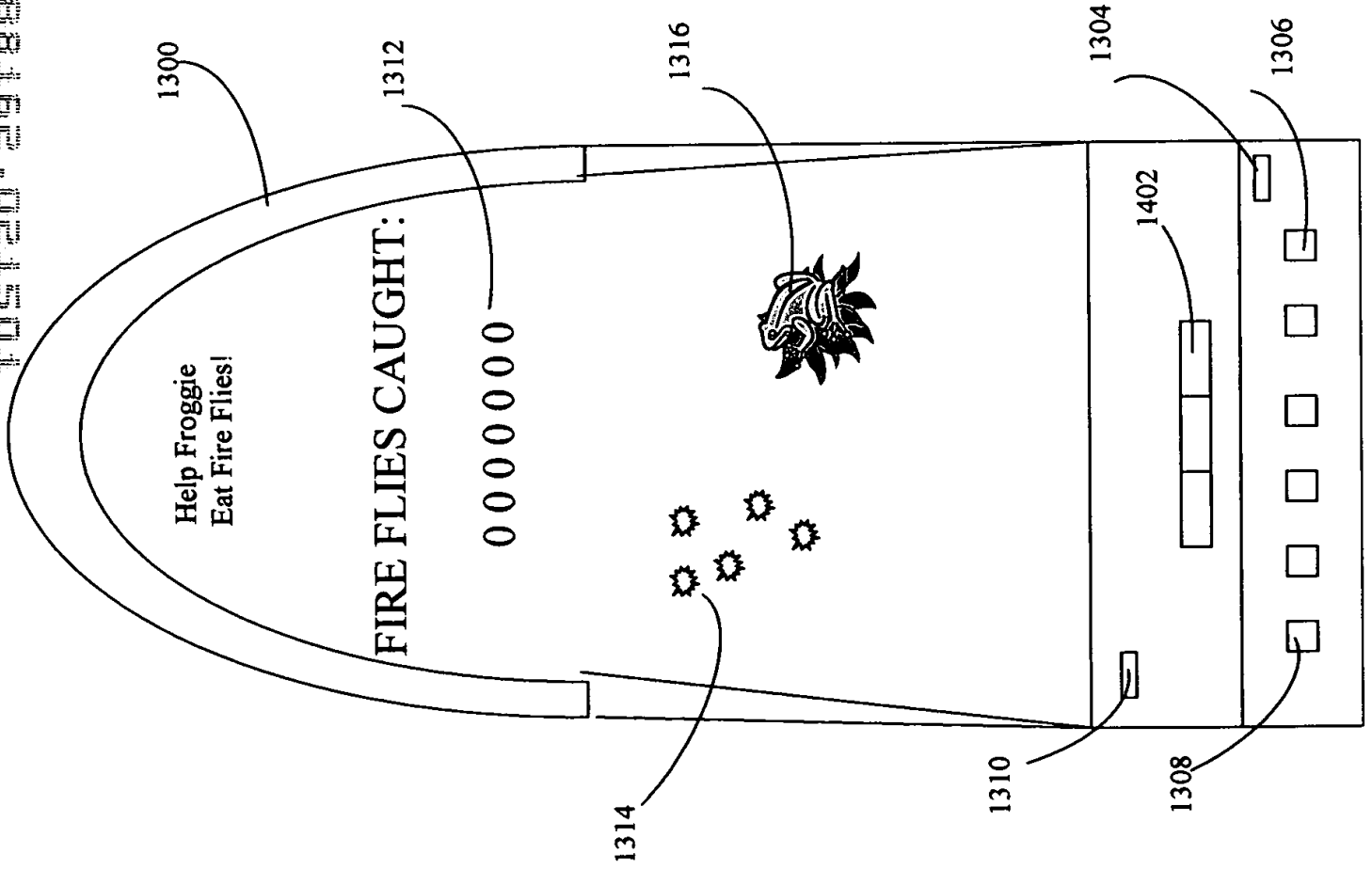
1308

FIGURE 14

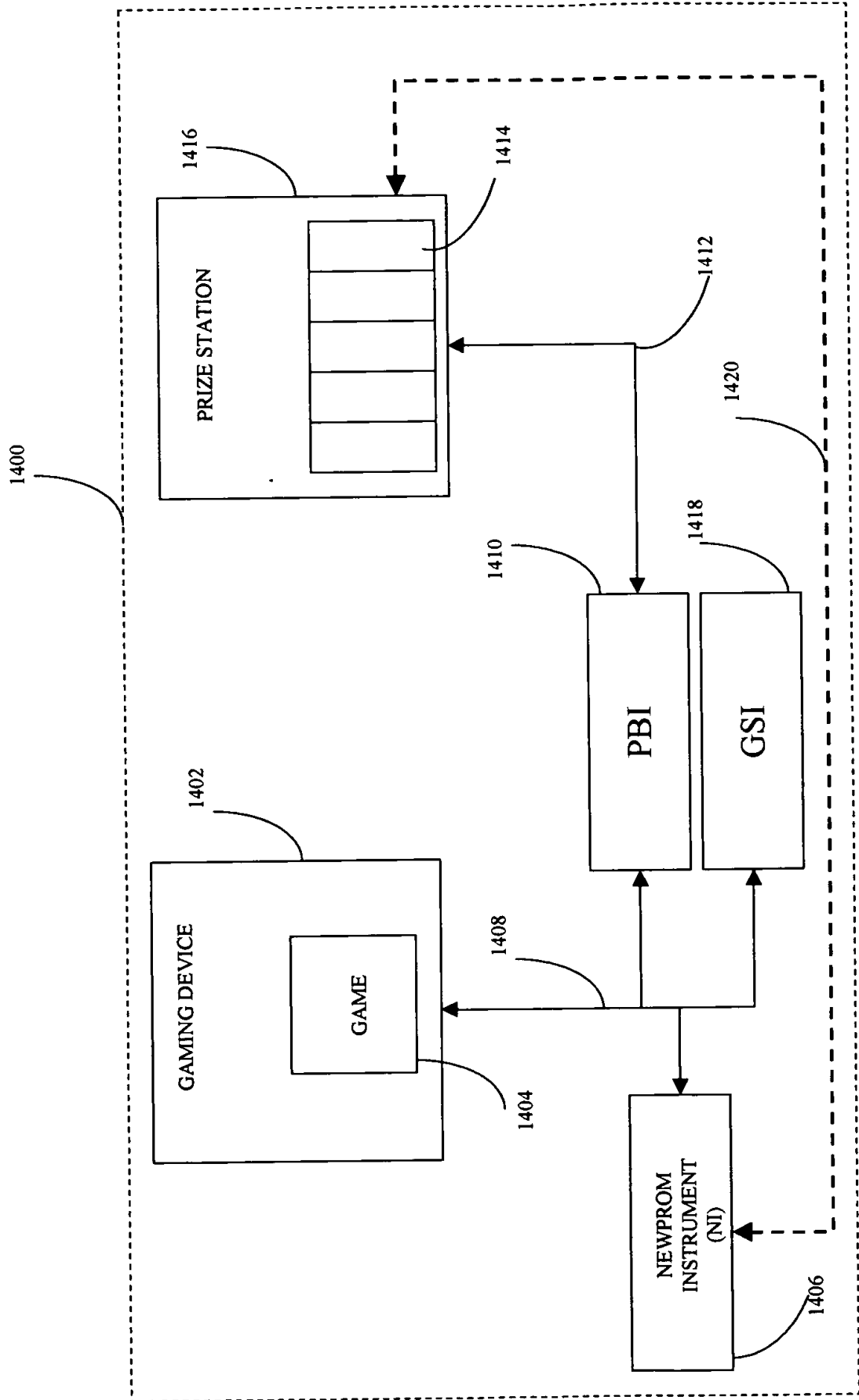Example Award Credit, Game State, And Promotional Credit System

FIGURE 15

15-A

Example Elements Used To Determine Promotional Credit Issuance

Generally Applicable Elements

1 Time Restrictions

2 Location Restrictions

3 Gaming Device Restrictions

4 Game Play Enhancements

5 Award Level Enhancements

6 Triggering Events

7 Distribution Means

15-B

Simplified Example Of Element States Used With Enhanced Wheel Of Fortune™ Gaming Devices

1 Time Restrictions: 5 States
(Minutes, Hours, Days, Weeks, Months)

2 Location Restrictions: 1 State
(Single Issuing Establishment)

3 Gaming Device Restrictions: 1 State
(Applicable Only To Enhanced Wheel Of Fortune™ gaming devices)

4 Game Play Enhancements: 2 States
(Additional Active Pointers, Jackpot Window)

5 Award Level Enhancements: 1 State
(Peripheral Indicia)

6 Triggering Events: 2 States
(Time Played, Amount Spent)

7 Distribution Means: 3 States
(At Gaming Device, Targeted Mailings, Mass Local Mailings)

FIGURE 16
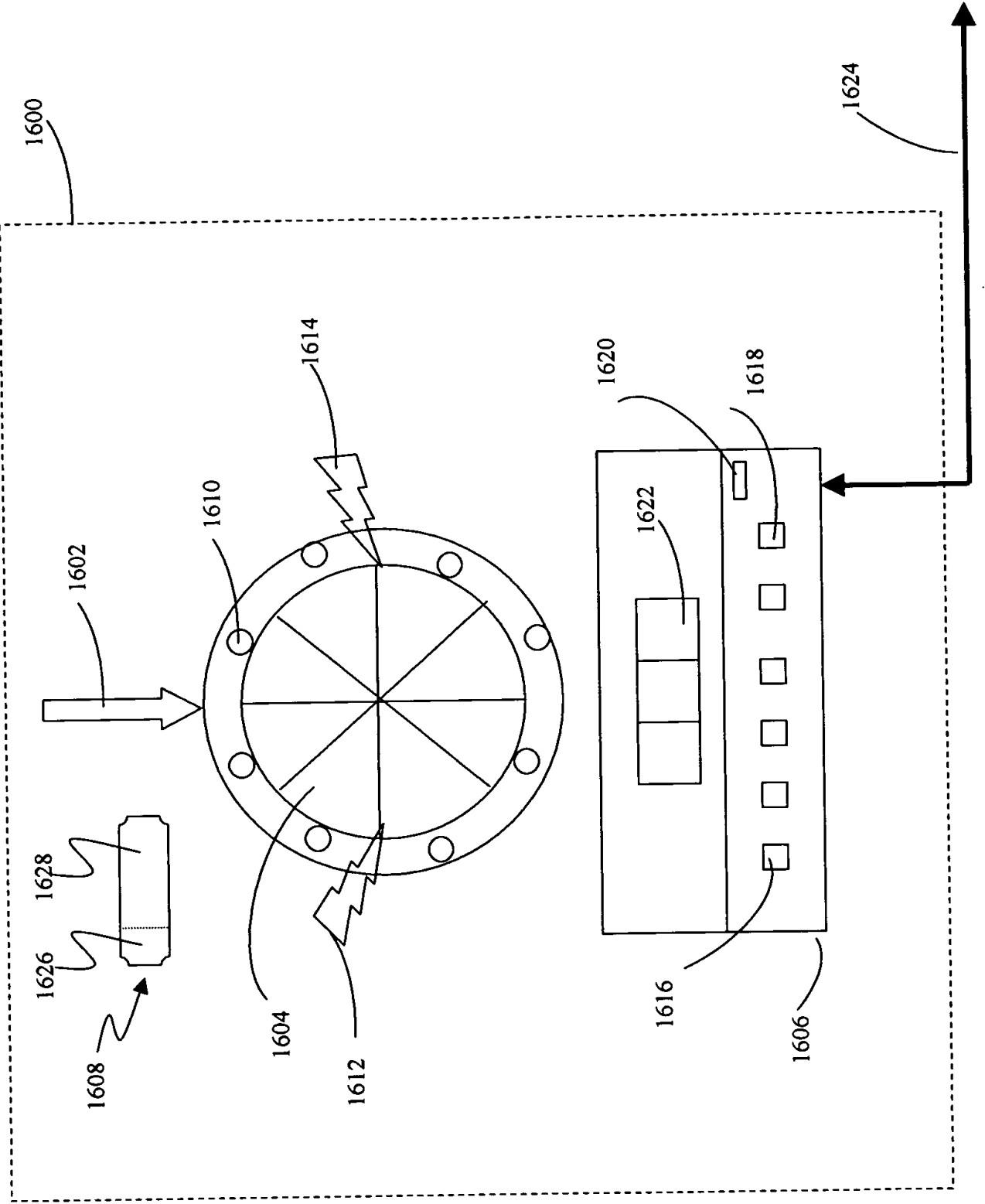
Enhanced Wheel Of Fortune™ Game
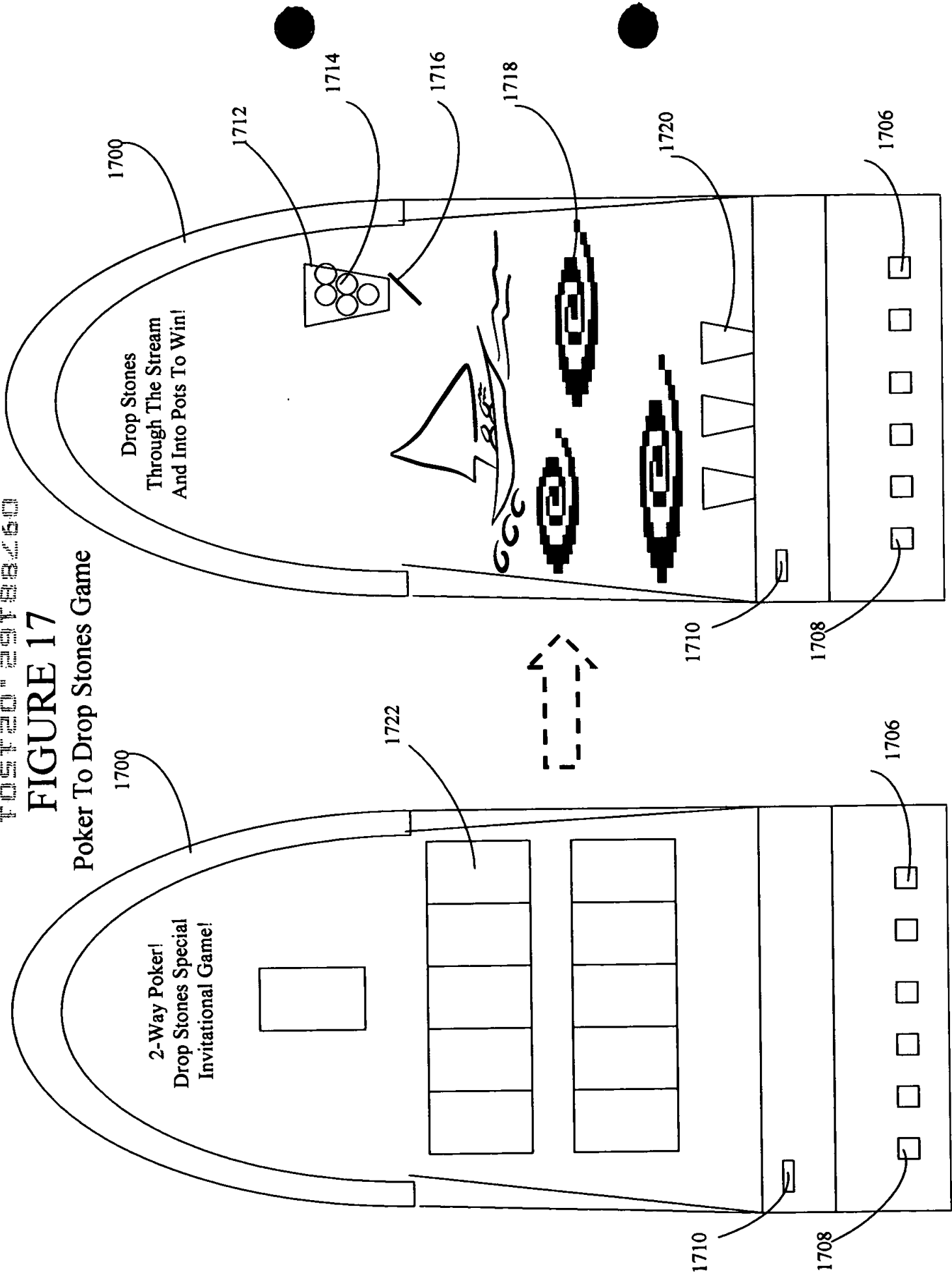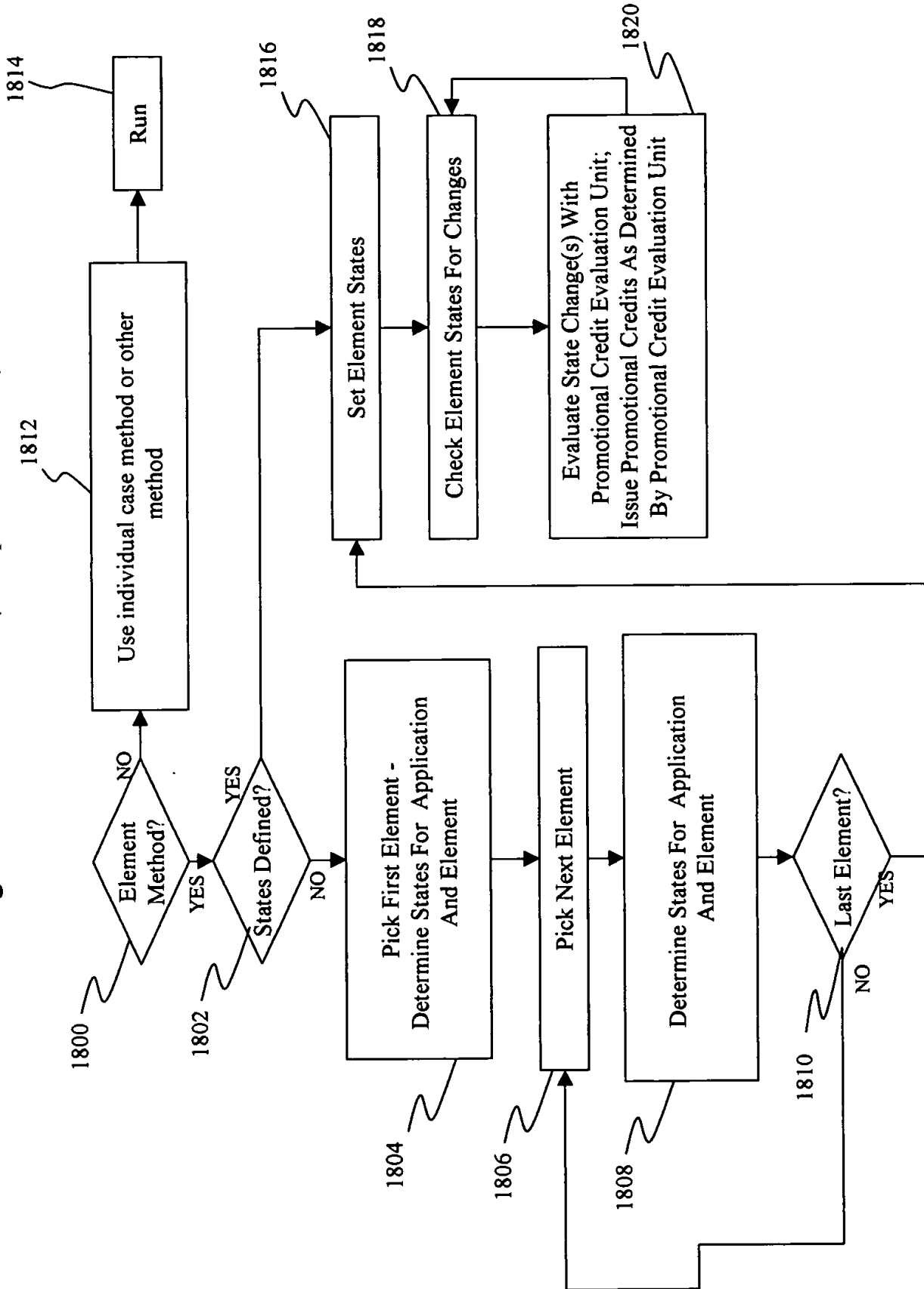
FIGURE 17
Poker To Drop Stones Game

2-Way Poker!
Drop Stones Special
Invitational Game!

Drop Stones
Through The Stream
And Into Pots To Win!

FIGURE 18

Method Of Determining Promotion Awards (Newprom Awards)

FIGURE 19

Method Of Using Newprom Awards

1900 — Player has Newprom awards

1902 — Choose game, invoke Newprom awards

1904 — Game assesses Newprom awards for applicability and quantity

1906 — Use Newprom awards?

1908 — Show enhancement or enhancements available

1910 — Choose To Use Newprom awards?

1912 — Choose enhancement

1914 — Issue Newprom awards back to player.

1916 — Play regular game, issue Newprom awards back to player.

1918 — Play enhanced game, issue any remaining Newprom awards back to player

1920 — Any Newprom awards Remaining?
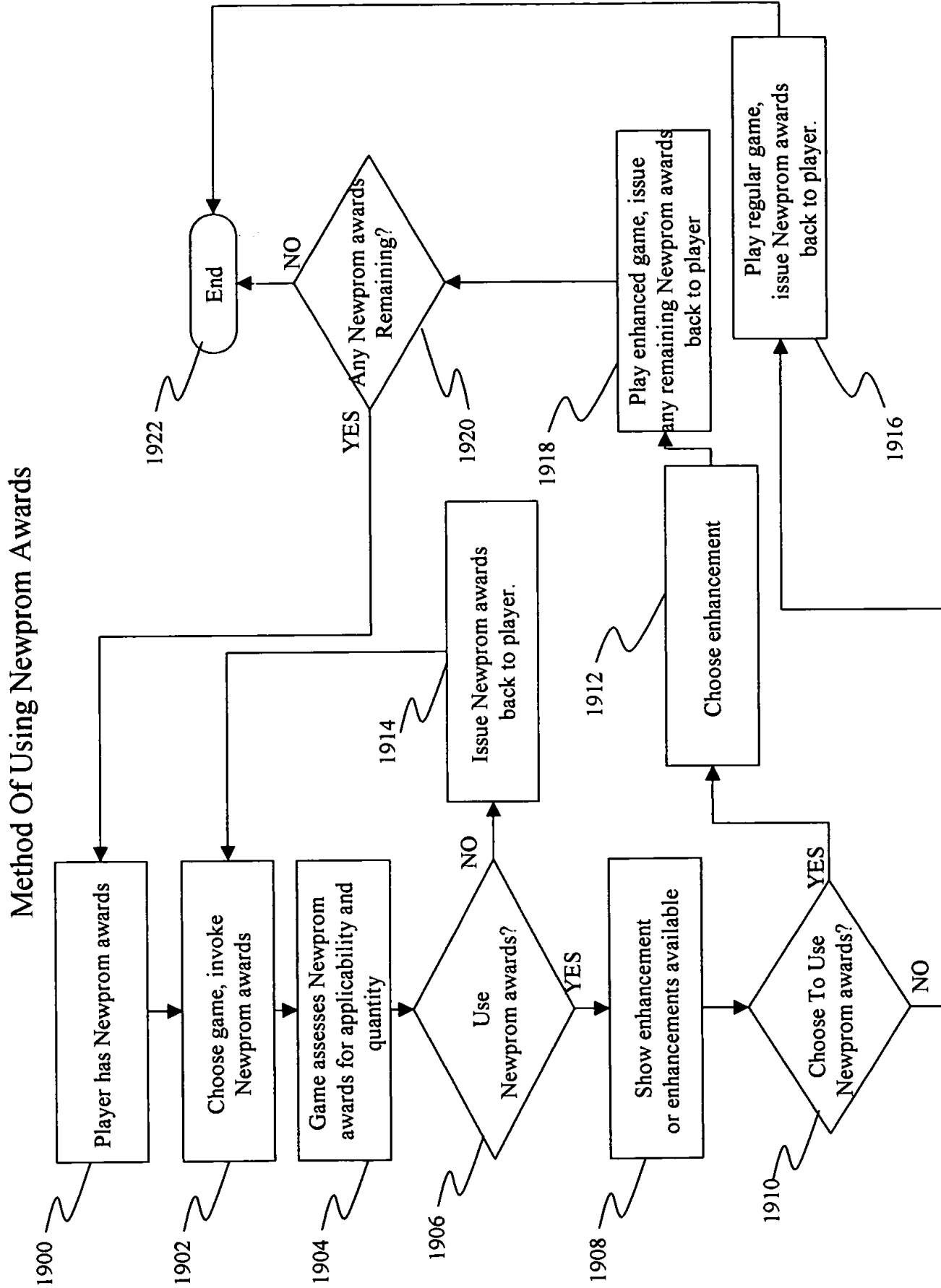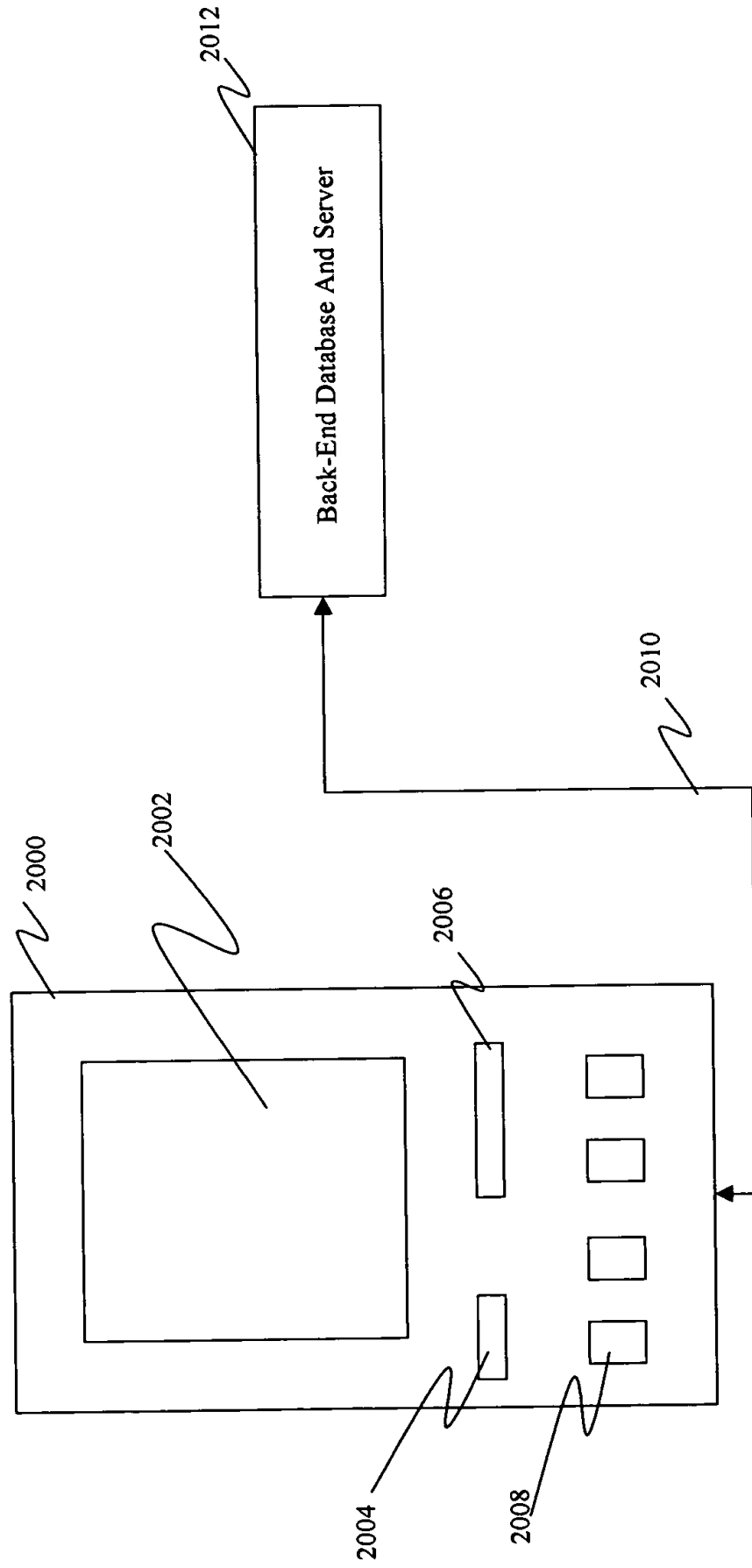
1922 — End

FIGURE 20
Promotional Credit Status Device

FIGURE 21

General Bearer Instrument (GBI) Service Station
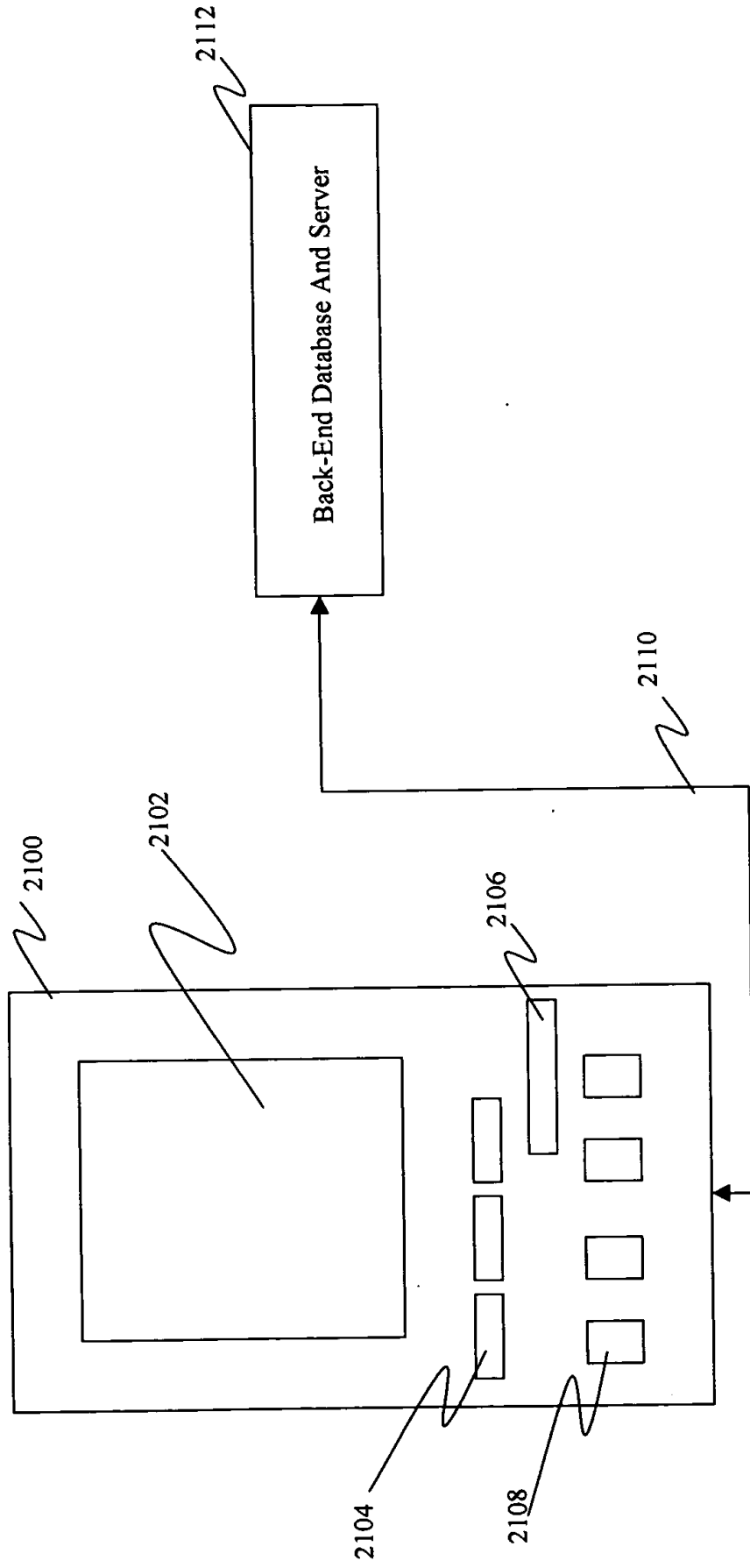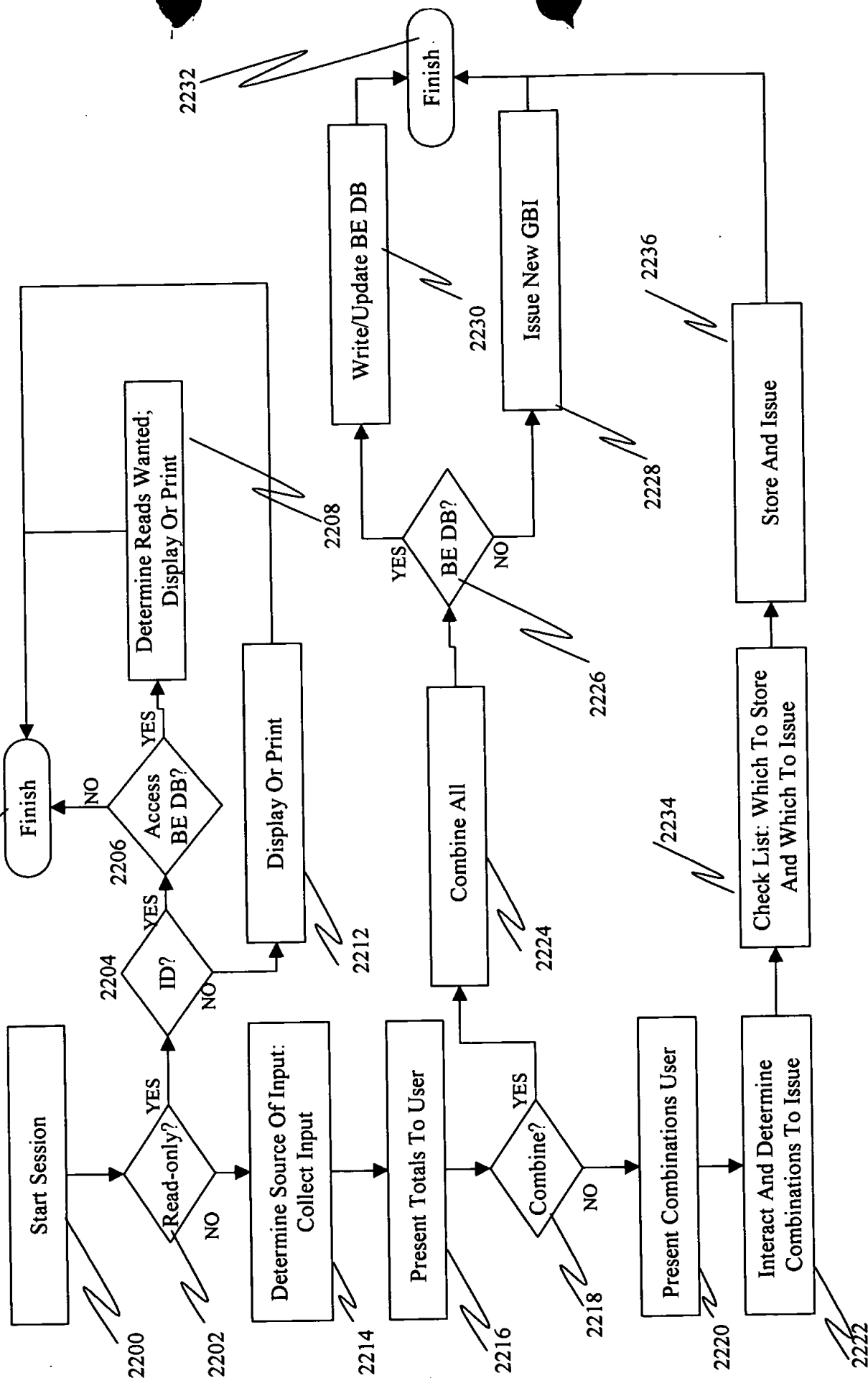
FIGURE 22

Example Use Of GBI Service Station

Start Session — 2200

Read-only? — 2202

ID? — 2204

Access BE DB? — 2206

Determine Reads Wanted; Display Or Print — 2208

Finish — 2210

Display Or Print — 2212

Determine Source Of Input: Collect Input — 2214

Present Totals To User — 2216

Combine? — 2218

Present Combinations User — 2220

Interact And Determine Combinations To Issue — 2222

Combine All — 2224

BE DB? — 2226

Issue New GBI — 2228

Write/Update BE DB — 2230

Finish — 2232

Check List: Which To Store And Which To Issue — 2234

Store And Issue — 2236

FIG 23
Example Newprom Game

2304

JAN	FEB	MAR	APR
MAY	JUN	JUL	AUG
SEP	OCT	NOV	DEC

2300

2302

| January's Newprom Award |